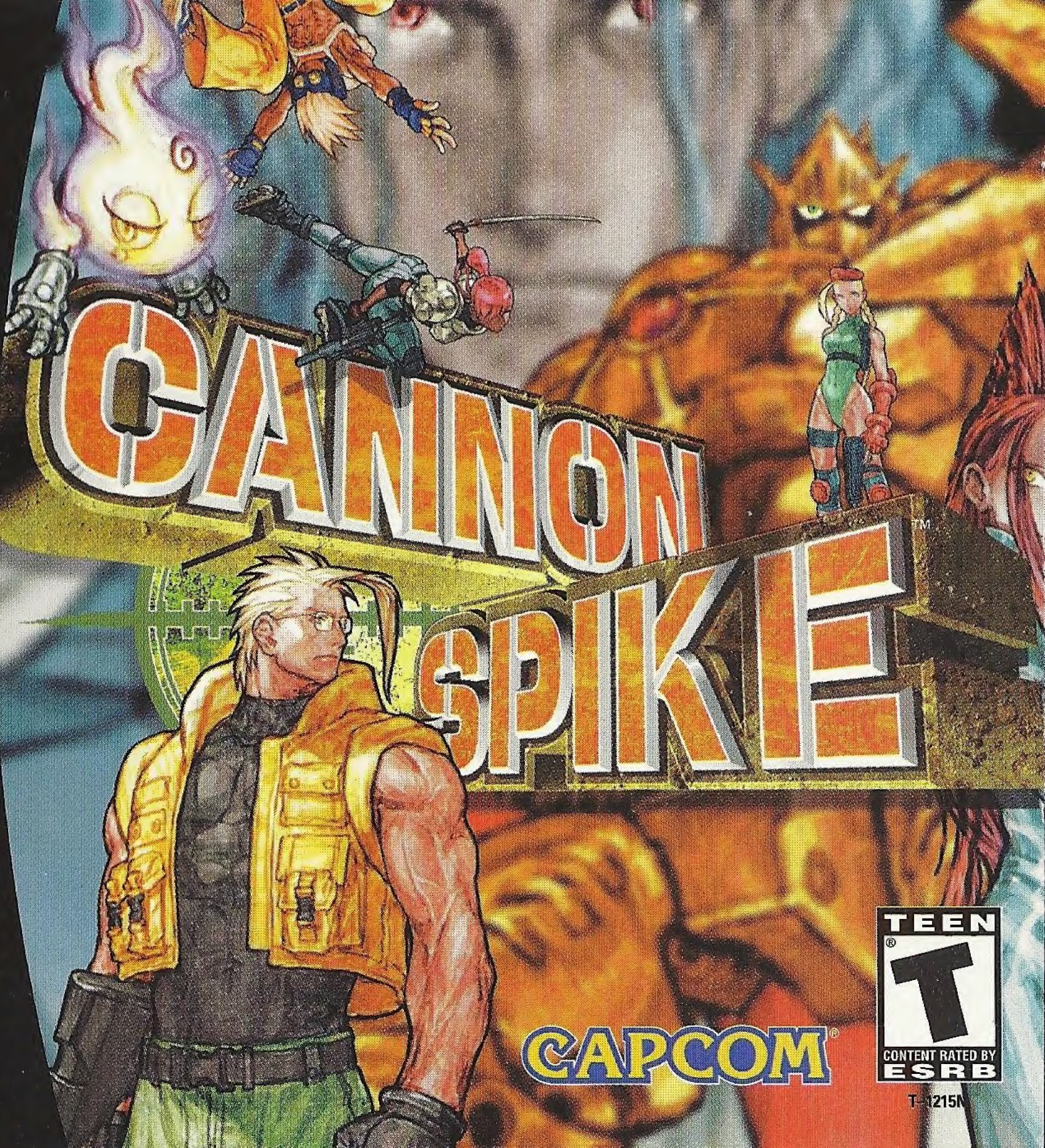


Dreamcast™



CAPCOM®

TEEN
T
CONTENT RATED BY
ESRB

T-1215N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting CANNON SPIKE for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

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CAPCOM EDGE HINT LINE

Hints are available:

1-900-976-EDGE (1-900-976-3343)

\$.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

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STORY





20XX AD.

A troubled economy wreaks havoc on the world ...

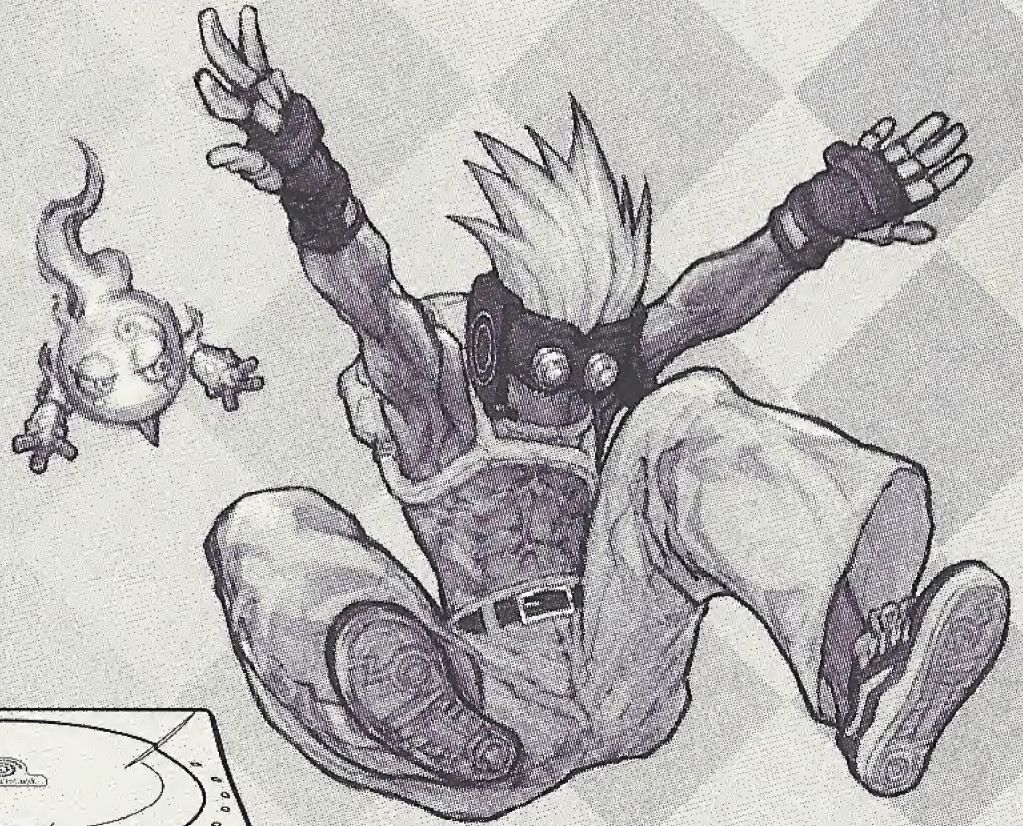
Terrorism is rampant. With warfare spreading to every city, people live in constant fear ...

To combat the terrorists' robot soldiers, the World Union for Peace organizes a special force equipped with specialized Motor Boots for ultimate mobility.

It is up to this Anti-Robot Special Force to enter into battle and rid the world of the robot menace.

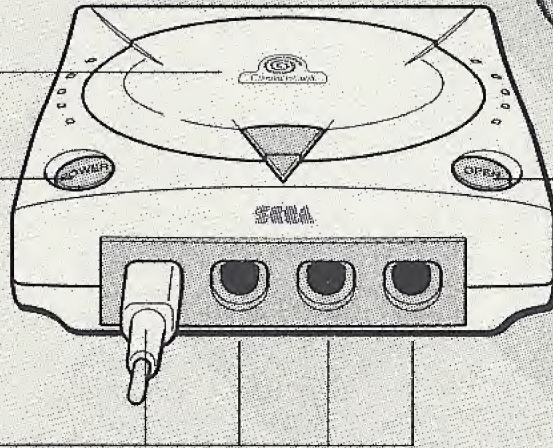
The future needs you!

SEGA DREAMCAST™



DISC DOOR

POWER BUTTON
This turns the unit ON or OFF.



OPEN BUTTON
Press to open the Disc Door.

CONTROL PORTS

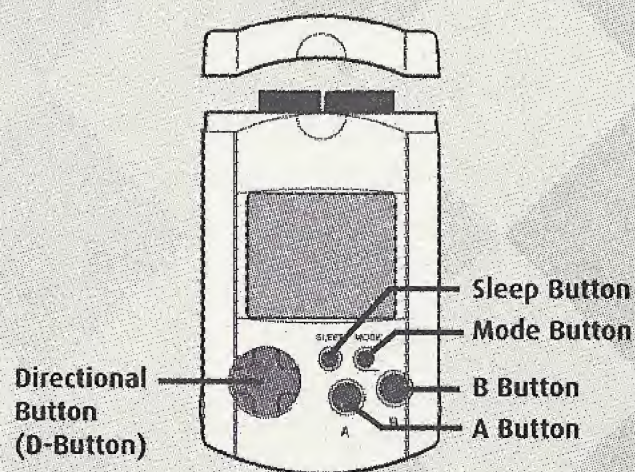
Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. For CANNON SPIKE, use Control Ports A and B to connect controllers for players 1 and 2 respectively.

CANNON SPIKE is a 1-to-2 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports. Purchase additional controllers (sold separately) to play with two or more people.

SEGA DREAMCAST VISUAL MEMORY UNIT [VMU]

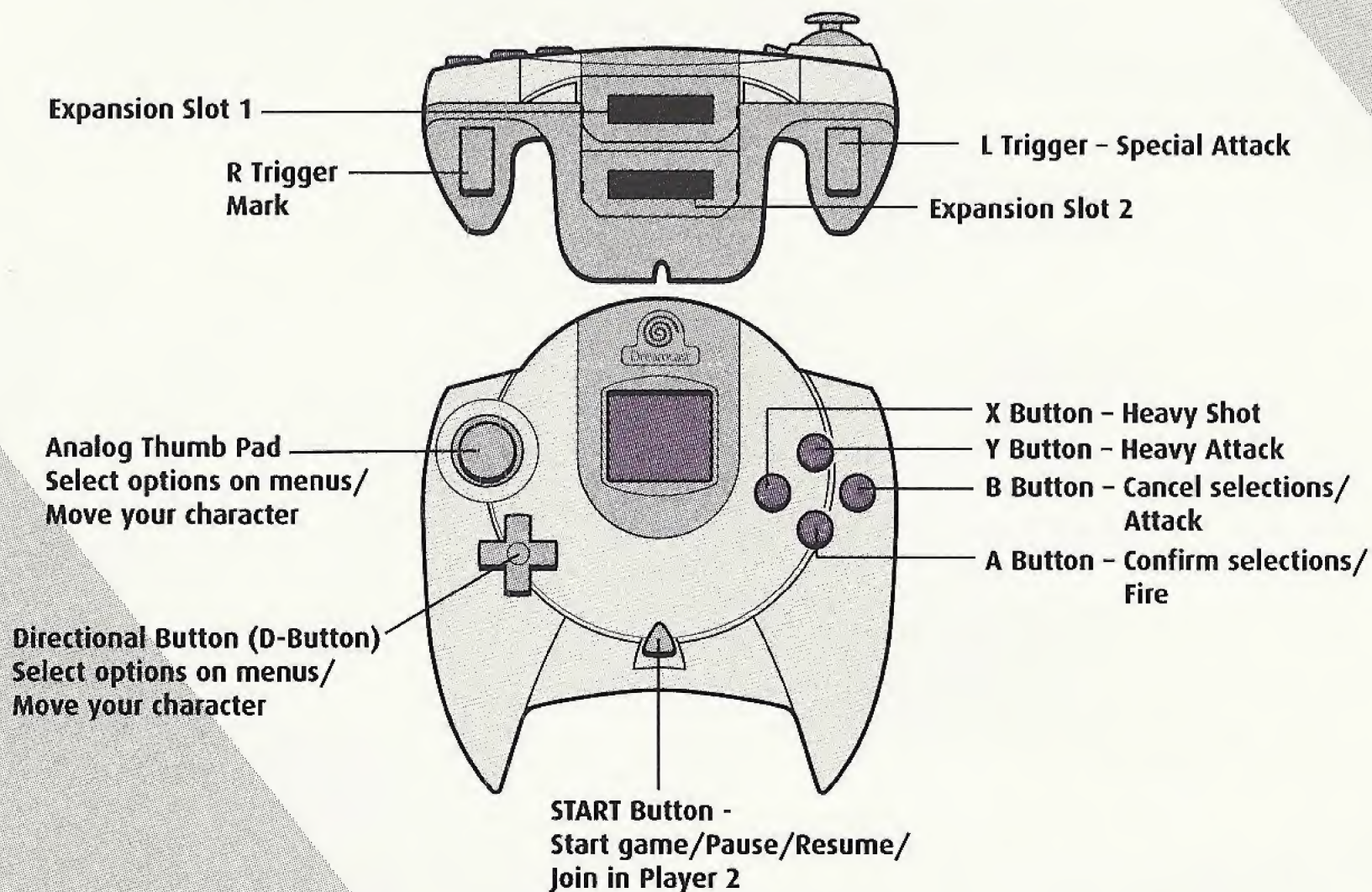
To save option settings and high score data, insert a Sega Dreamcast Visual Memory Unit (VMU) into Expansion Slot 1 of the controller in Control Port A BEFORE turning on the Sega Dreamcast.

Note: While saving game data, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.



CONTROLS (default)

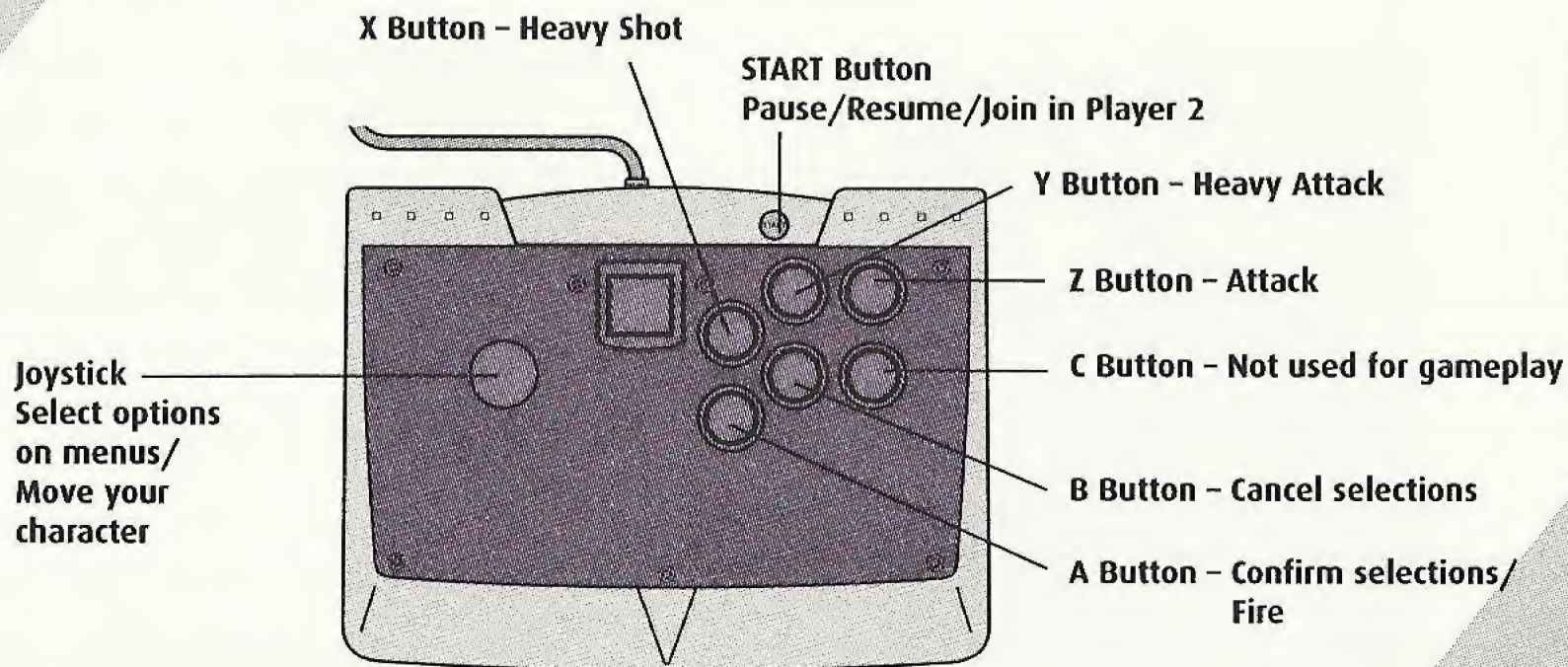
SEGA DREAMCAST CONTROLLER



Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

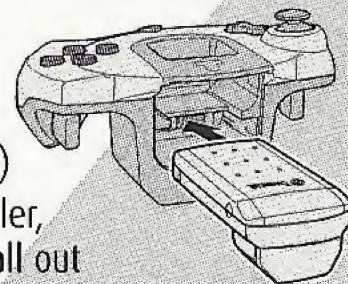
SEGA DREAMCAST ARCADE STICK



SEGA DREAMCAST JUMP PACK

CANNON SPIKE supports the Sega Dreamcast Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast Controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. (The Jump Pack cannot be used with the Arcade Stick.)

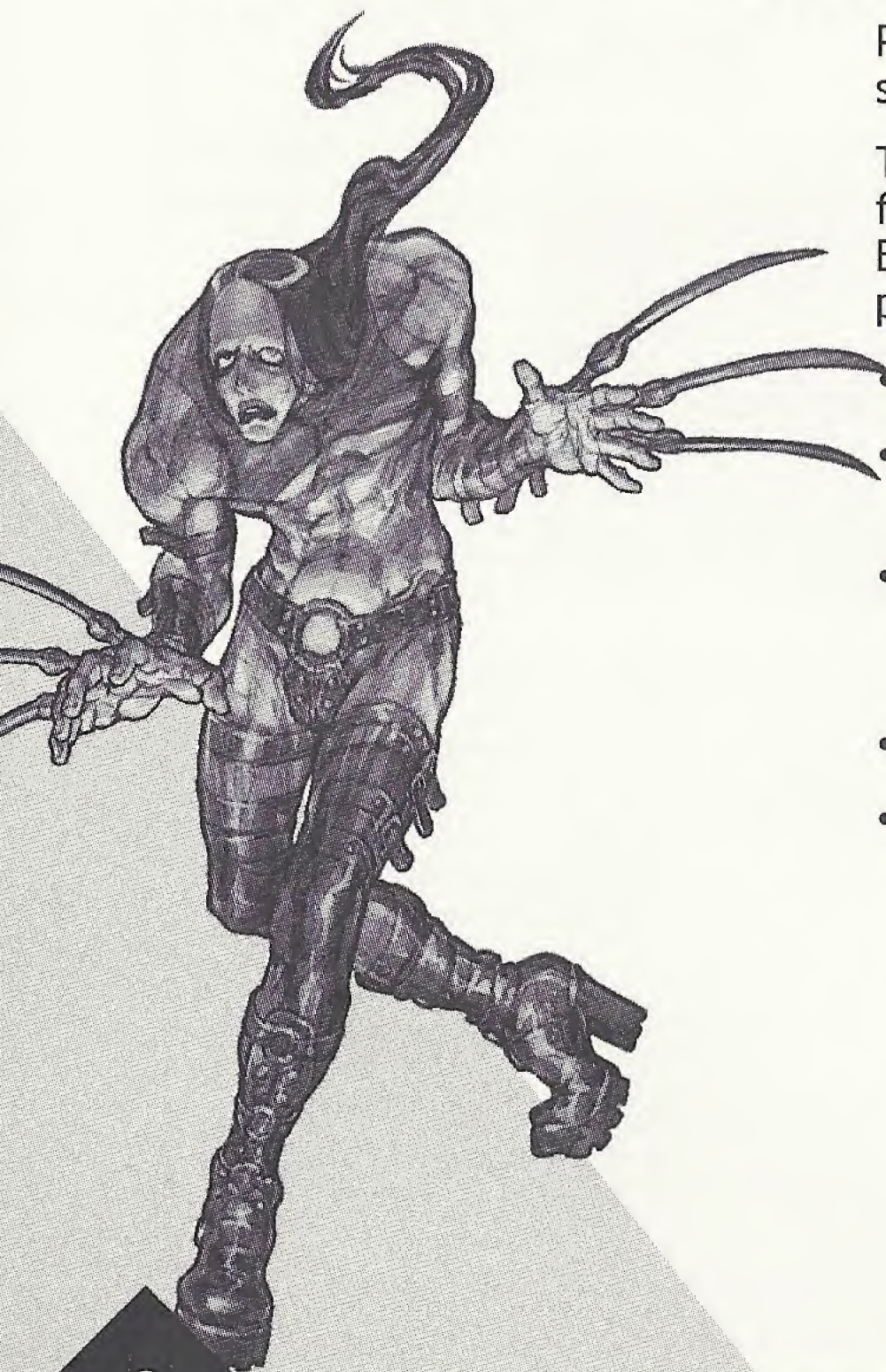
Note: When the Jump Pack is inserted into Expansion Slot 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation. The Jump Pack cannot be used with the Arcade Stick.



NOTES:

- **CANNON SPIKE** is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- When using any controller, to return to the Title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the Title screen.
- For both the controller and Arcade Stick, you can change the default button assignments. See page 10.

STARTING A GAME



Press the START Button at the Title screen to display the Main Menu.

To make your selections on the following screens, use the Directional Button or Joystick to choose and press the A Button to confirm.

- Select GAME START.
- Choose a difficulty level from 1 (Baby) to 7 (Very Hard).
- Choose your character. (See character descriptions and moves starting on page 16.)
- Prepare for battle!
- For 2 Player games, press the START Button on Player 2's controller either in the Character Select screen or during gameplay.

SAVING GAME DATA

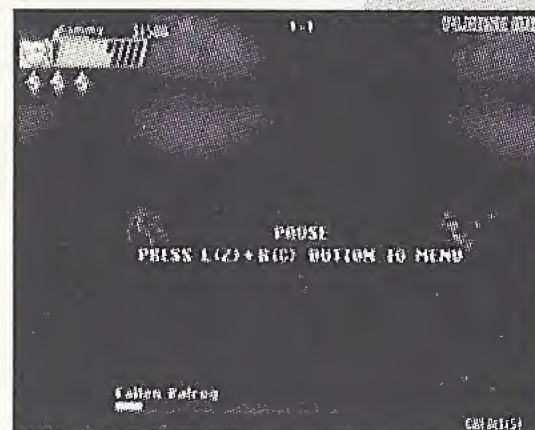
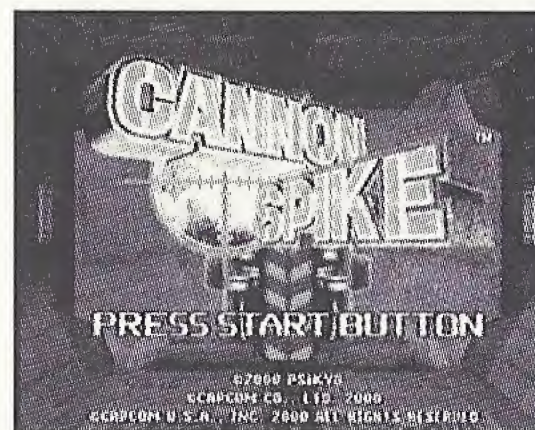
CANNON SPIKE auto-saves game data, such as option settings and high score information, at certain points during the game. To take advantage of the auto-save feature, insert a Visual Memory Unit (VMU) into Expansion Slot 1 of the controller plugged into Control Port A.

If you do not have a VMU, you can still play the game. You just won't be able to save game data.

This game requires 8 free blocks to save game data.

PAUSE MENU

Press the START Button during play to pause the game. When paused, press the L and R Triggers (C and Z Buttons for Arcade Joystick) simultaneously to return to the Title screen.



MAIN MENU

START GAME

Select this to begin a new game of **CANNON SPIKE**.

RANKING

Select this to look at score rankings for each game mode. Press \leftarrow/\rightarrow to see additional score rankings for each difficulty level.



SCORE RANKING		
1	CAP	10000
2	PSI	9000
3	CAP	8000
4	PSI	7000
5	CAP	6000

D button L/R Select a game level
A button 6th~10th B button Menu screen

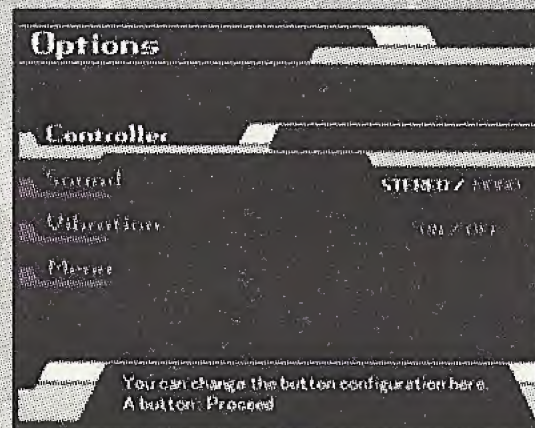
GALLERY

Select this to browse through **CANNON SPIKE** artwork and short bios of the characters.

OPTIONS

Select this to adjust various game settings. Highlight an item with \uparrow/\downarrow and make adjustments with \leftarrow/\rightarrow .

- **CONTROLLER** - Change button assignments for any controller being used.
- **SOUND** - Choose "Stereo" or "Mono" according to your speaker system.
- **VIBRATION** - Turn the Jump Pack vibration ON/OFF.
- **MENU** - Exit Option mode and return to the Main Menu.



LOAD

Select this to load score ranking and option settings data from a VMU. You must have a VMU (optional) containing previously saved **CANNON SPIKE** games inserted in Expansion Slot 1 in order to load a game.

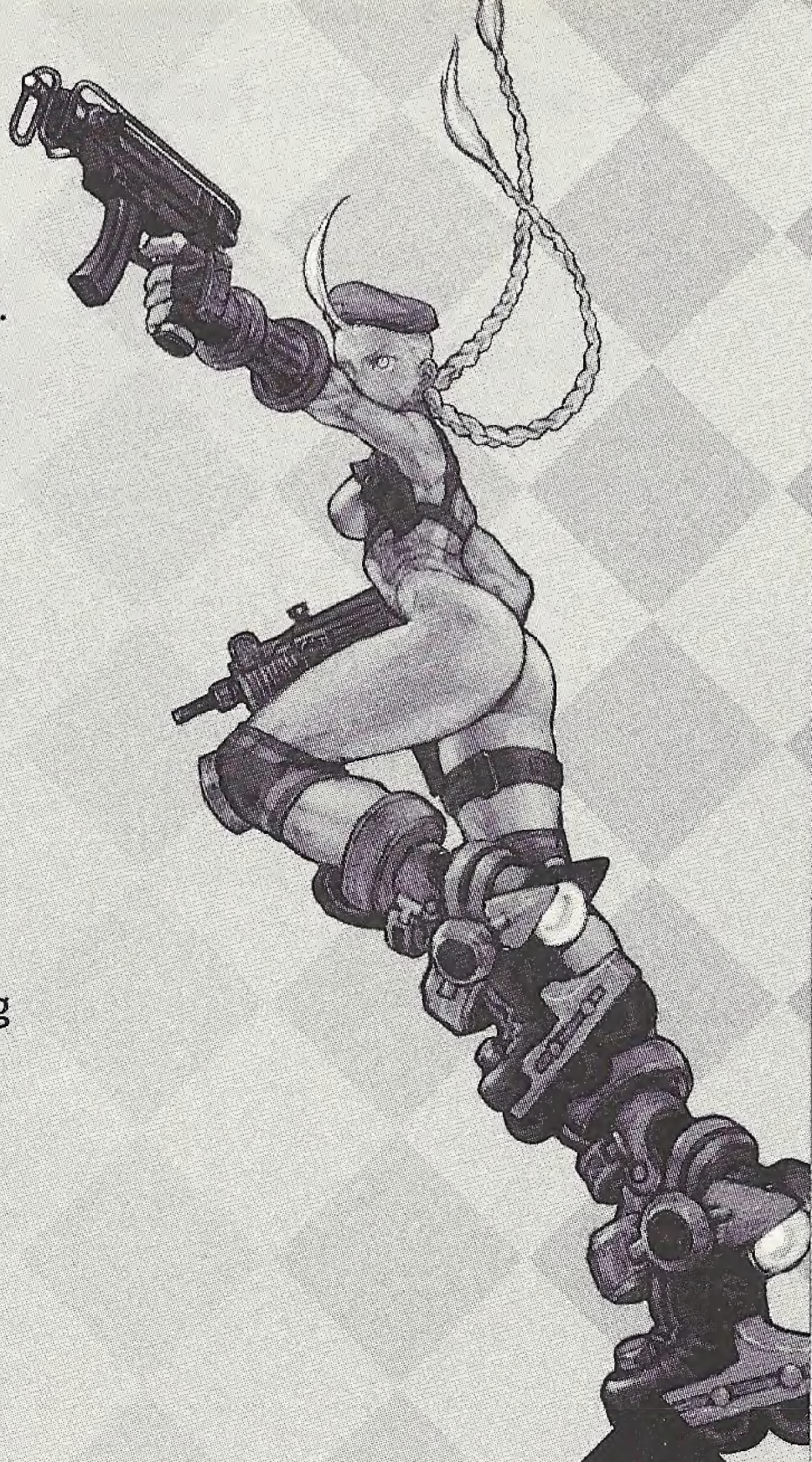
If loading cannot be completed successfully, a message will appear. Follow the on-screen instructions in that case.

Note: Loading is automatically executed when you start the game.

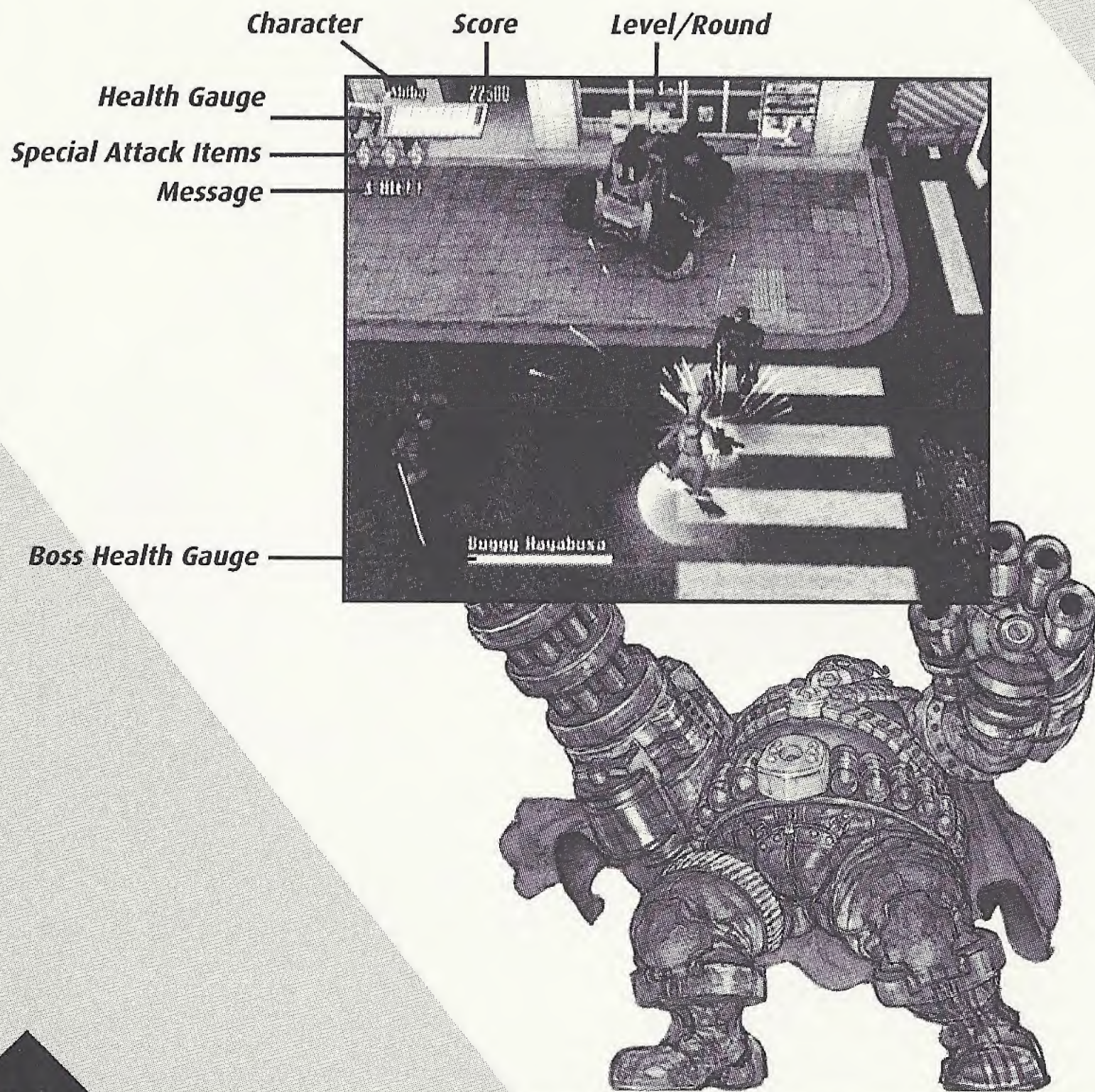
SAVE

Select this to save your score ranking and option settings data in a VMU. You must have an optional VMU with at least 8 free blocks inserted in Expansion Slot 1 in order to save a game.

If saving cannot be completed successfully, a message will appear. Follow the on-screen instructions in that case.



GAME SCREEN



Tell us about yourself:

1. Who purchased this game?
 Male Female ___ Age
2. Who plays this game the most?
 Male Female ___ Age
3. Which systems do you own?
 PlayStation® game console
 Nintendo® 64 Sega Dreamcast™
 Sega Saturn™ Sega Genesis™ Super® NES
 PC/CD-ROM Mac CD-ROM
4. Did you rent this game before purchasing it?
 Yes No
5. Where did you purchase this game?
 Toy Store Mass Merchant Mail Order
 Software Specialty Online
6. How did you hear about this game?
 Friend Sales Person Magazine Ad T.V. Game Review
 Newspaper Internet Demo Packaging Rental Other _____
7. Which publications do you read regularly?
 EGM Game Fan Game Pro Next Generation PSExtreme
 O.P.M. - Official PlayStation Magazine P.S.M. Game Informer
 Gamers Republic Nintendo Power Tips & Tricks Other _____
8. Do you have access to the online services or the Internet?
 Yes No AOL Compuserve Other
9. If yes, are you familiar with Capcom's Web Page?
 Yes No <http://www.capcom.com>
10. What was the main reason(s) player purchased the game?
 Gameplay Box Design Graphics Recommended Demo
 Gift Played Before Price Screen Shots Other _____
11. Would you like for us to send you information on upcoming products?
 Yes No

Please note, the auto save game function

(as described on page 9) has been removed from the game. Data will not auto-save. To save a game, return to the main menu and manually select the save game option.

CANNON SPIKE™ REGISTRATION CARD

Return this card completely filled out so we can automatically enter you into our monthly drawing for a **FREE VIDEO GAME!** *PLUS* we'll send you the **LATEST AND GREATEST NEWS** regarding CAPCOM products!

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Sp

11

Character	Name of fighter.
Score	Player's current score.
Level/Round	The level and round you're currently playing.
Health Gauge	Color bar decreases as your character is attacked. If the color bar disappears, your character is defeated. Your character will return if you have Lives left. If not, you'll be able to Continue the game for a certain number of times. Pick up Recovery items to restore some Health. Pick up Life power-ups to gain extra Lives.
Special Attack Items	Shows number of time you can use your character's Special Attack. Each item is good for one use. Try to pick up additional Special Attack items before facing a boss!
Message	Various messages appear as the battle goes on.
Boss Health Gauge	When you encounter a boss, his/her/its health gauge appears. This health gauge works similarly to the one for your character. When the bar completely drains, the boss is defeated. Once destroyed, bosses are gone forever.

HOW TO PLAY

BASIC ACTIONS

Shoot Press the A Button. You can rapid-fire by holding down the button.

Mark Press the R Trigger. If you mark an enemy, you can attack the enemy regardless of the direction you are facing. Hold down the R Trigger to keep your direction toward the enemy. A Mark lasts for a limited time.

Attack Press the B Button to perform a close attack.

Heavy Shot Press the X Button (or A + B Buttons simultaneously) to perform a powerful Heavy Shot.

Heavy Attack Press the Y Button (or R Trigger + B Button simultaneously) to perform a devastating Heavy Attack.

SPECIAL ATTACK

Press the L Trigger (or A + B Buttons + R Trigger simultaneously) to perform a Special Attack. Your character becomes invincible and can inflict considerable damage. This consumes one Special Attack item, and lasts for a limited time.

ITEMS

Recovery Item Recovers some of your character's Life. You can sometimes find these when you defeat an enemy.

Armor Item Adds to your max Life. It is sometimes found when you defeat an enemy.

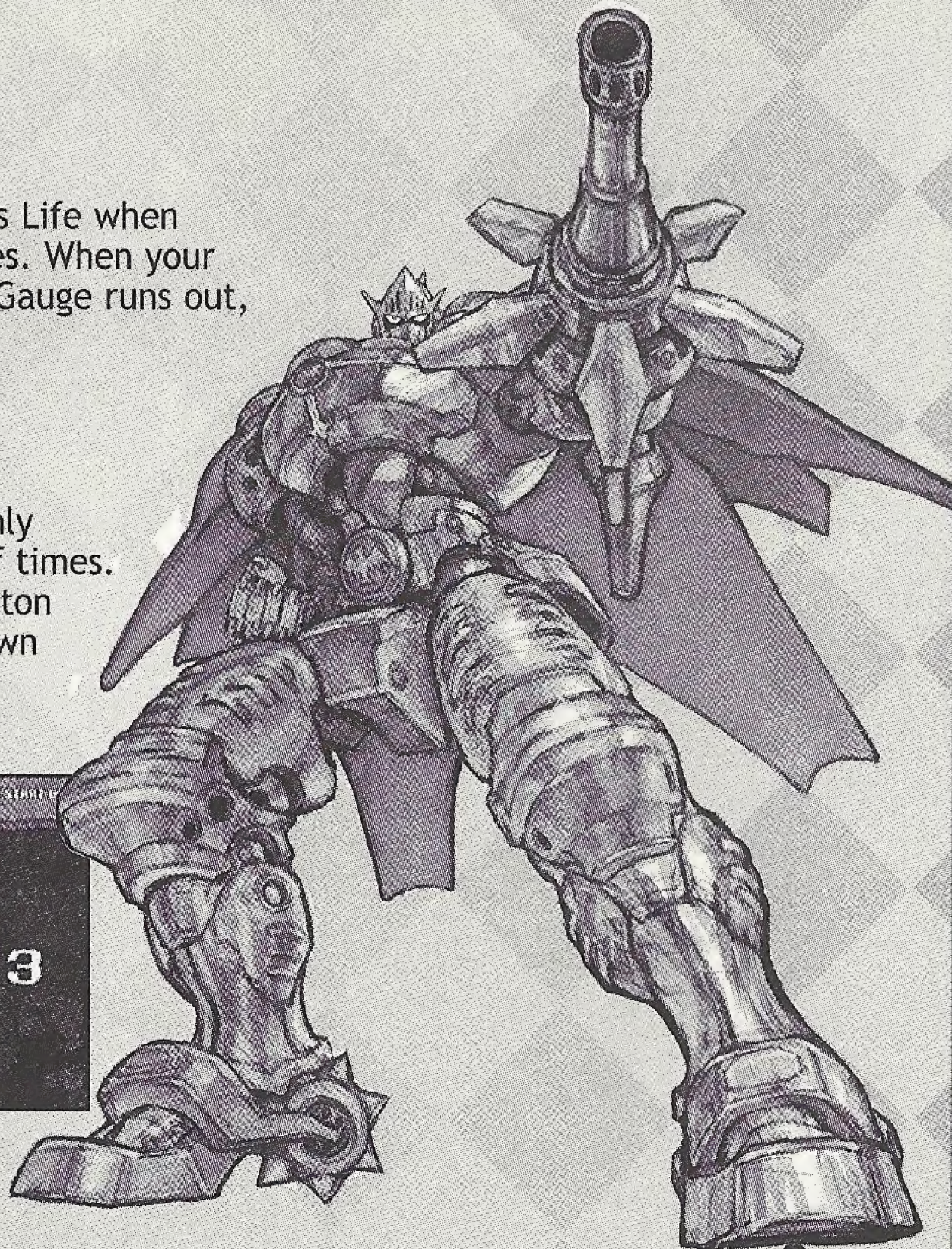
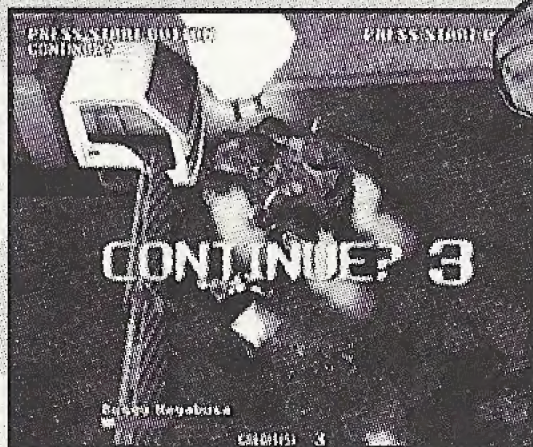
Special Attack Item Adds to your Special Attack item stock. You may find one of these when you defeat an enemy.

GAME OVER

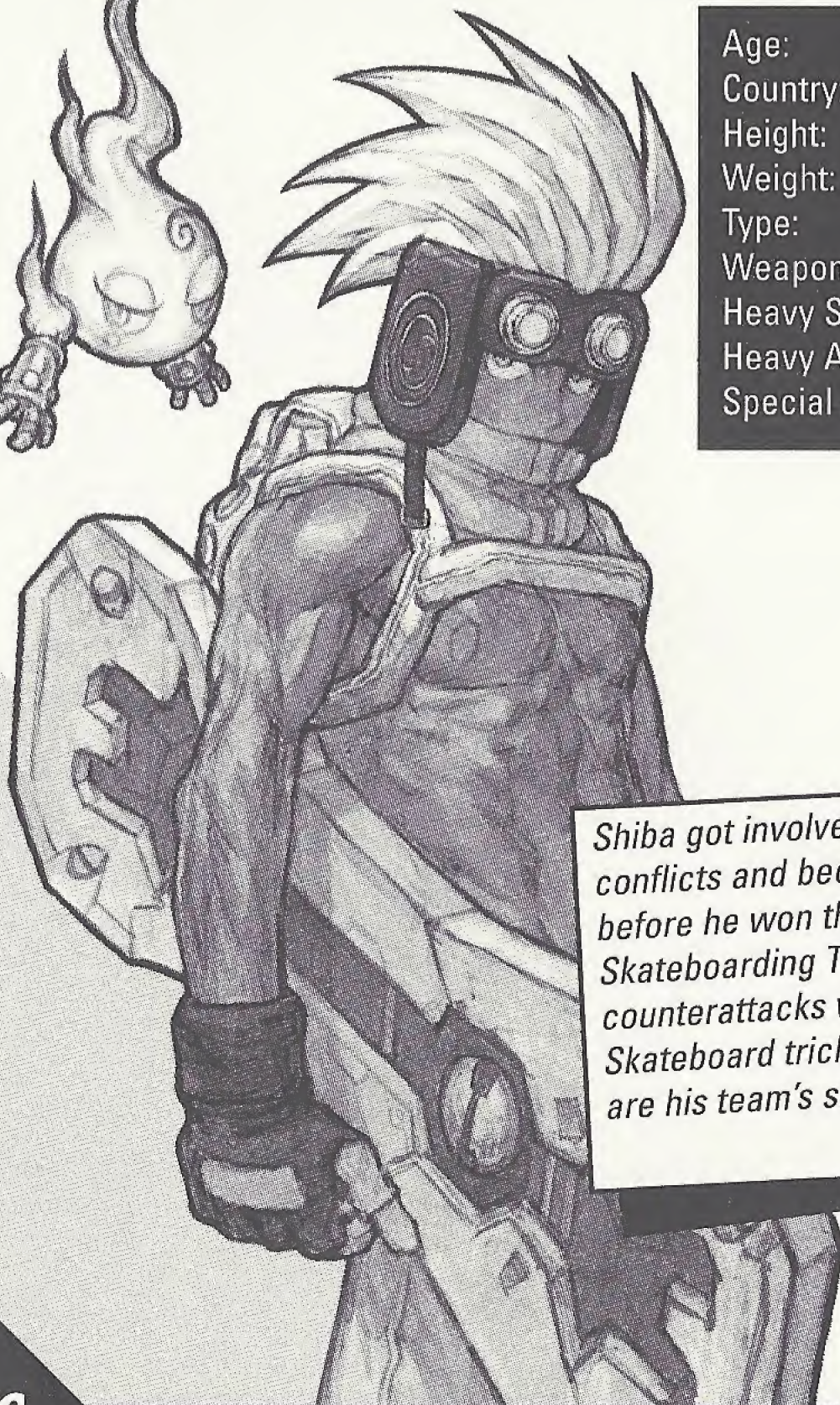
Your character loses Life when attacked by enemies. When your character's Health Gauge runs out, your game is over.

CONTINUE

You can continue only a limited number of times. Press the START Button before the countdown ends to continue the game.



SHIBA SHINTARO



Age:	18
Country:	Japan
Height:	5 ft 7 in
Weight:	127.8 lb
Type:	Forward
Weapon:	L999-A3
Heavy Shot:	Cyclone Ball
Heavy Attack:	1080 Turn
Special Attack:	Homing Akaby

Shiba got involved in the terrorists' conflicts and became their target right before he won the World Champion Skateboarding Title. Now he counterattacks with his assault team. Skateboard tricks and a cocky attitude are his team's signature.

CHARLIE



Age:	28
Country:	USA
Height:	6 ft 1 in
Weight:	185 lb
Type:	Backward
Weapon:	MARS Command Carbine
Heavy Shot:	Piercing Cannon
Heavy Attack:	Somersault Kick
Special Attack:	Sonic Break

*Charlie came from the U.S. army to support Cammy with his cool judgment. He is from the **STREET FIGHTER® ALPHA** series.*

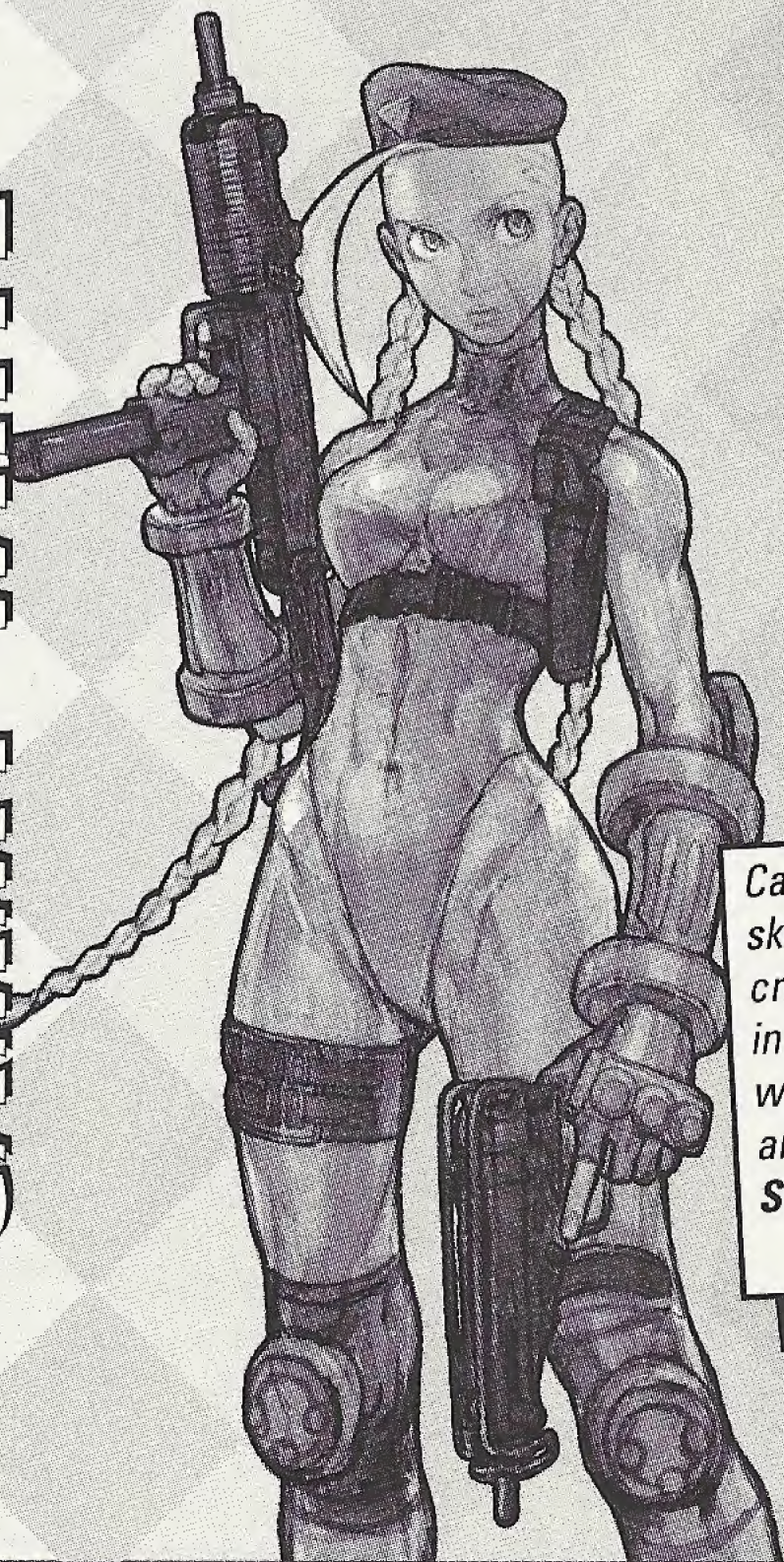
KING ARTHUR



Age:	32
Country:	England
Height:	6 ft 7 in
Weight:	264 lb
Type:	Backward
Weapon:	Gunlance "Excalibur"
Heavy Shot:	Arthur Missile
Heavy Attack:	Arthur Rush
Special Attack:	Arthur Beam

*Arthur is a veteran mercenary. Due to his massive firepower, he is considered a one-man army. His gunlance "Excalibur" is extremely powerful. Arthur accompanies Simone and acts as her guardian. Arthur is from the **GHOSTS AND GOBLINS™** series.*

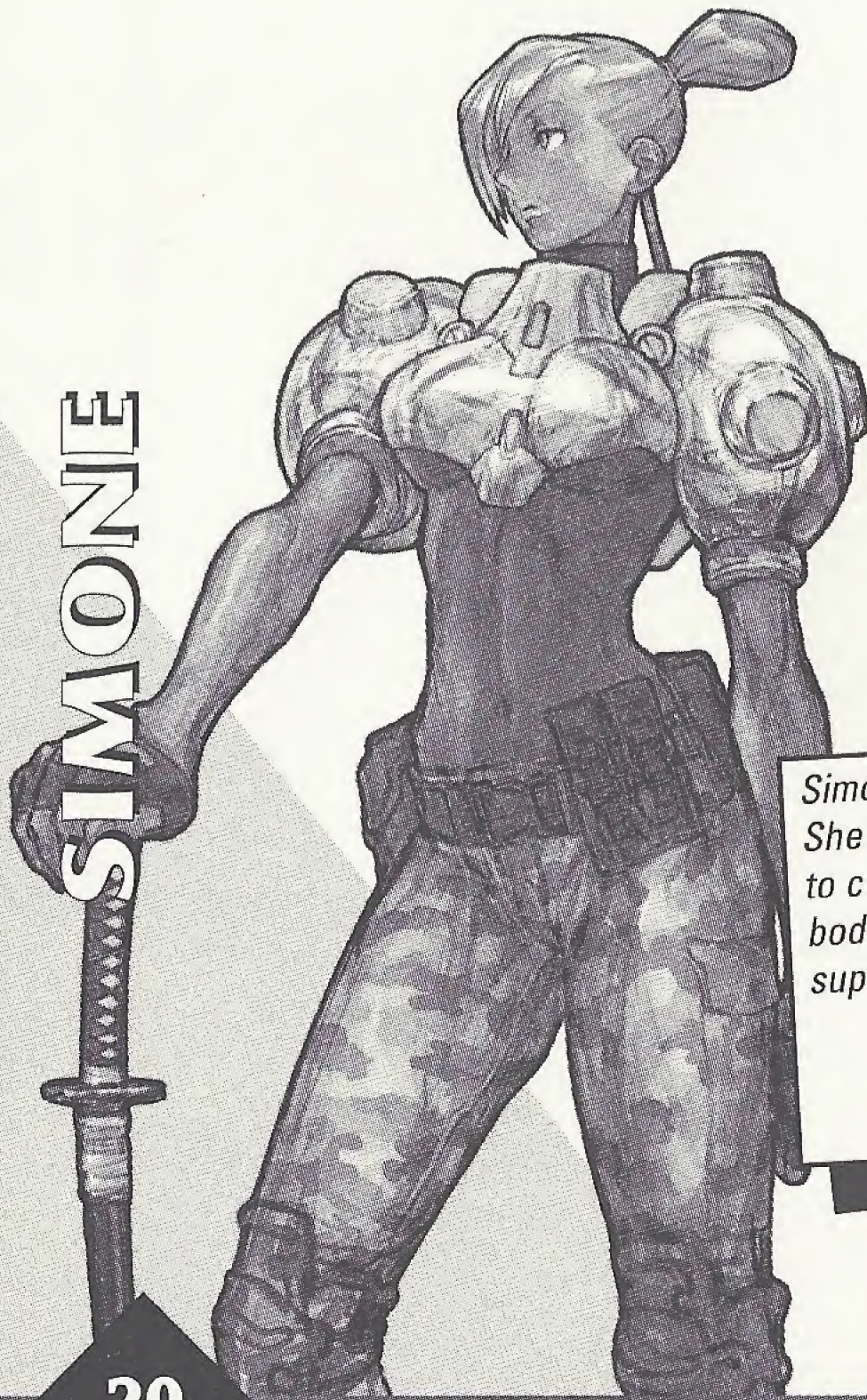
CAMMY WHITE



Age:	21
Country:	England
Height:	5 ft 3 in
Weight:	101 lb
Type:	Forward
Weapon:	ZZ01 Mantis, Caesar SNG
Heavy Shot:	Riot Smasher
Heavy Attack:	Cannon Spike
Special Attack:	Chain Grenade

*Cammy, who possesses deadly fighting skills, is a soldier from a notorious crime organization. She acts as a leader in most operations. Though relatively weak in power, she is extremely fast and agile. She is from the **SUPER STREET FIGHTER® II** series.*

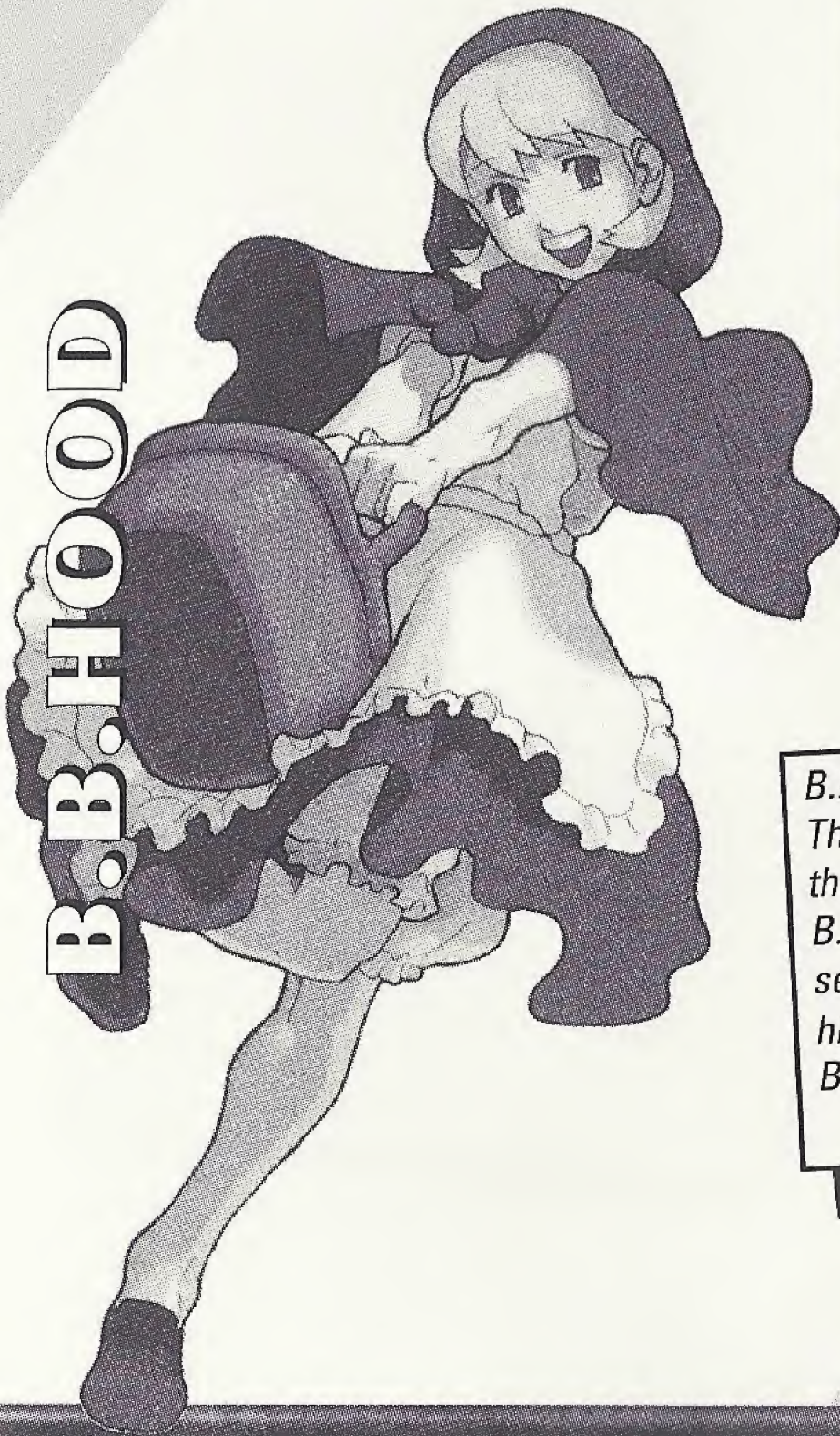
SIMONE



Age:	25
Country:	France
Height:	5 ft 5 in
Weight:	127 lb
Type:	Forward
Weapon:	C&P MPV
Heavy Shot:	Samurai Laser
Heavy Attack:	Samurai Slash
Special Attack:	Samurai Sword

Simone fights together with Arthur. She has a strong will and a passion to complete the mission. Part of her body is cyborg and she has superhuman power.

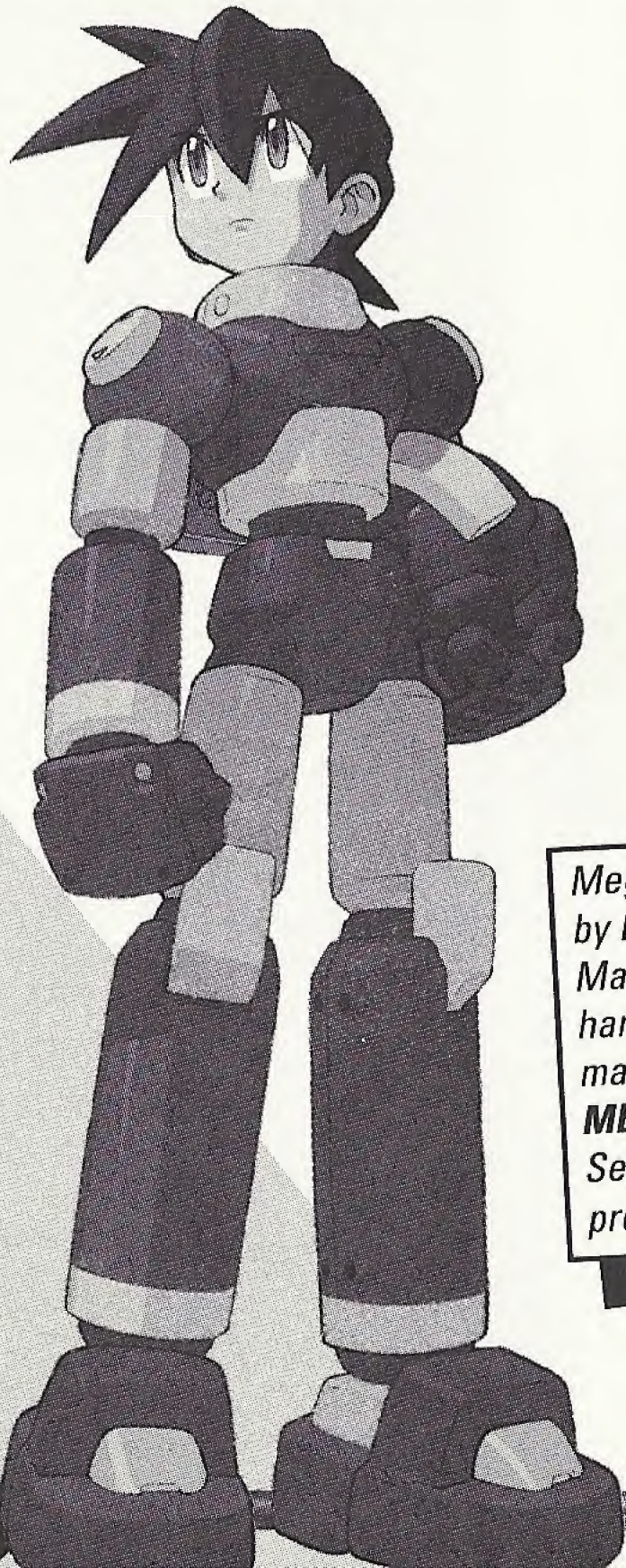
B.B. HOOD



Age:	unknown
Country:	unknown
Height:	?
Weight:	?
Type:	Forward
Weapon:	S32 Impact
Heavy Shot:	Cheer of Fire
Heavy Attack:	Apple for You
Special Attack:	Bazooka Paradise

*B.B. Hood is a young dark hunter. Though she is a human, she has the same dark heart as darkstalkers. B.B. Hood is from the **DARKSTALKERS™** series. (On the Character Select screen, highlight Simone and press → to select B.B. Hood.)*

MEGA MAN



Age:	unknown
Country:	unknown
Height:	4 ft 3 in
Weight:	231 lb
Type:	Backward
Weapon:	Mega Buster
Heavy Shot:	Super Mega Buster
Heavy Attack:	Tornado Hold
Special Attack:	Rock 'n' Roll

*Mega Man is a humanoid boy developed by Dr. Light. Though only a robot, Mega Man fights evil to make the world a more harmonious place for humans and machines alike. He is the hero of the **MEGA MAN™** series. (On the Character Select screen, highlight Charlie and press ← to select Mega Man.)*

TIPS

- Use Special Attack as often as necessary. There is at least one Special Attack item in each stage.
- It is important to use the Shot and Attack effectively. If you only use the regular shot, it will take much longer to defeat an enemy. Use the Attack button aggressively to inflict big damage.
- The Mark button is a key. If you press the Mark button, you can keep facing the enemy while you move. You can hit enemies much more successfully if you use Mark.
- All the characters gathered for the **CANNON SPIKE** operations are veteran fighters. Some are from other Capcom games. Do you know all the original characters?





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CANNON SPIKE

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Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Megenity; Special thanks to: Customer Service, Tom Shiraiwa, Miki Takano, Bill Gardner and Robert Lindsey.

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